

- 1) Brief about the history of Artificial Intelligence?
- 2) Write about the intelligent system, and its categorization?

OR

- 1) What is a task environment? How it is specified? List the properties of task environments. Give an example of PEAS description for an automated taxi
- 2) Give PEAS description for different agent types?

- 1) Explain the characteristics of a problem?
- 2) Illustrate Depth-First Search tree generation with an example?

OR

- 1) Write notes on constraint satisfaction problem?
- 2) State & Explain the travelling salesman problem?

- 1) Write notes on Equivalence Laws in propositional calculus?
- 2) Explain the concept of propositional logic with an example?

OR

- 1) Enumerate the rules of natural deduction system?
- 2) Prove that $A \wedge (B \vee C)$ is deduced from $A \wedge B$?

- 1) Enumerate knowledge representation approaches.
- 2) With an Example, Explain knowledge representation in a table.

OR

- 1) Discuss about ES shells and tools.
- 2) With a neat figure, explain the architecture of an expert system?

- 1) Explain the phases in building expert systems?
- 2) Describe the concept of knowledge engineering?

OR

- 1) Discuss about Linguistic variables and Hedges
- 2) Discuss about joint and conditional probability

- 1) What are the four different kinds of agent programs? Explain a simple reflex agent with a diagram.
- 2) Explain with a diagram the model based reflex agent.

OR

- 1) Explain with a diagram the goal based reflex agent.
- 2) What are the components of well-defined problems? Explain them by taking tic-tac-toe game.

- 1) Describe Depth- First iteration deepening algorithm?
- 2) Write notes on heuristic search techniques?

OR

- 1) Give elaborate idea about hill climbing?
- 2) Describe best first search method?

- 1) Prove the theorem infer $[(A \rightarrow B) \wedge (B \rightarrow C)] \rightarrow (A \rightarrow C)$?
- 2) What is 'axiom'? Explain axiomatic system with example.

OR

- 1) Define Semantic tableau. Mention the semantic tableau rules where α and β are two formulae?
- 2) Construct a semantic tableau for a formula $(A \wedge \sim B) \wedge (\sim B \rightarrow C)$?

- 1) Discuss about extended semantic networks for KR.
- 2) Define inference rules. Represent the following clauses in ES Network:
recipient(E,X) \leftarrow action(E, take),actor(E,X) ; object (e, apple) ; action(e, take);
actor(e,john).

OR

- 1) Discuss about Expert system shell in prolog (backward chaining) in rule based expert systems.
- 2) Explain about problem independent forward chaining in prolog to define Expert systems.

- 1) Compare expert system versus traditional system?
- 2) Explain the components of truth maintenance system?

OR

- 1) Explain about certainty factor
- 2) Discuss different types of membership functions

- 1) Write notes on ELIZA?
- 2) What are the foundations of AI? And Mention the sub-areas of AI?

OR

- 1) Give the applications of AI?
- 2) Write short notes on production system, Production rule?

- 1) State and explain A* algorithm?
- 2) Explain the concept of iterative deepening A*?

OR

- 1) Illustrate Breadth-First Search tree generation with an example?
- 2) Solve the crypt-arithmetic puzzle for base and ball?

- 1) What is Satisfiability and Unsatisfiability of formula? Show that $\alpha: (A \wedge B) \wedge (B \rightarrow \sim A)$ is unsatisfiable using the tableau method.
- 2) Define Resolution refutation method. Explain the steps for conversion of a formula to its CNF form?

OR

- 1) What is CNF? Convert the formula $(\sim A \rightarrow B) \wedge (C \wedge \sim A)$ into its equivalent CNF representation?
 - 2) Define resolution of clauses? Explain the resolution process.
- 1) Represent the following logic program in a conventional semantic network. $\text{isa}(X, \text{living_thing}) \leftarrow \text{isa}(X, \text{animate}); \text{isa}(X, \text{animate}) \leftarrow \text{isa}(X, \text{human}); \text{isa}(X, \text{human}) \leftarrow \text{isa}(X, \text{man}); \text{isa}(\text{john}, \text{man}) \text{ part_of}(\text{human}, \text{two_legs}).$
 - 2) Discuss about how the frames were used to represent knowledge.

OR

- 1) Justify the necessity of the black board systems. Explain the main modules of the black board systems.
- 2) Explain the characteristics and evaluation of expert systems.

- 1) Discuss about MYCIN Expert system and various shells.
- 2) Distinguish blackboard system and rule-based system.

OR

- 1) Explain about the simple bayesian network with example
- 2) Discuss about the fuzzy sets operations

- 1) State Water Jug problem & Describe its solution?
- 2) Give the production rule & solution to missionaries and cannibals problem?

OR

- 1) Elaborate the concept of State Space Search?
- 2) Discuss the eight-puzzle problem & its search tree?

- 1) Compare and contrast game problems and state space problem?
- 2) Develop a game tree for NIM game with max playing first?

OR

- 1) Discuss the cases of NIM game?
- 2) Write notes on the process of using evaluation function?

- 1) Find resolvent of the clauses in the set $\{A \vee B, \sim A \vee B, C \vee \sim B\}$. Explain the process.
- 2) Using resolution refutation principal, show that $C \vee D$ is a logic consequence of $S = \{A \vee B, \sim A \vee D, C \vee \sim B\}$.

OR

- 1) Enumerate the logical notation of predictable calculus? Explain Well-formed formula and atomic formulae?
- 2) Define First order predictable calculus. Explain the interpretations of formulae in FOL

- 1) Discuss briefly about conceptual dependency and its components.
- 2) Represent the given statements in CD(conceptual dependency)
 - i. "John Fertilized the field."
 - ii. "Bill Threatened john with a broken nose."

OR

- 1) Distinguish the monotonic and non-monotonic systems.
 - 2) Explain the advantages and disadvantages of expert systems
- 1) Discuss the issues in black board systems for problem solving.
 - 2) Explain the steps involved in the KS(knowledge source) executions in a black board systems.

OR

- 1) Discuss about Bayesian Belief Network
- 2) Discuss about multi valued logic in fuzzy logic

- 1) Describe the concept of control strategies?
- 2) Explain briefly about the current trends in AI

OR

- 1) What is "magic square"? Illustrate any one of the methods to generate magic square.
- 2) Explain the tic-tac-toe game using nine element vector

- 1) Generate a game tree using MINMAX procedures?
- 2) Explain steps of alpha-beta pruning?

OR

- 1) What are the refinements to alpha-beta pruning?
- 2) Write notes on iterative deepening?

- 1) Evaluate the truth value of an FOL formula $\alpha: (\forall X) (\exists Y) p(X,Y)$ under the following interpretation I: (a) $D = \{1,2\}$. (b) $p(1,1)=F, p(1,2)=T, p(2,1)=T, p(2,2)=F$.
- 2) Define Prenex Normal Form. Explain the conversion process of Formulae into PNF Notation.

OR

- 1) Explain the steps of Skolemization procedure and the concept of clauses in FOL.
 - 2) Elaborately describe resolution refutation method in FOL.
- 1) Discuss briefly about the motivations and methods to build large knowledge bases using CYC.

- 2) Represent the frames and constraint expressions in CYC for the given two statements:
- All birds have two legs
 - All of Mary's friends speak English.

OR

- 1) Discuss the applications of expert systems?
- 2) Enumerate the shells and tools of expert systems?

- 1) Explain about the monotonic TMS
- 2) Explain about the non-monotonic TMS

OR

- 1) Discuss about Dempster-Shafer Theory
- 2) Discuss about Fuzzy Expert System with neat sketch